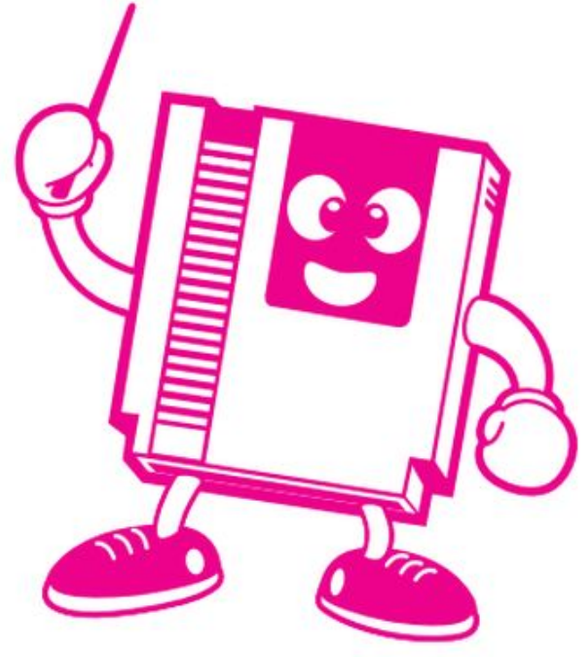
NES-MM-MCG

Micro Mages

INSTRUCTION BOOKLET

This manual assumes you are playing the game on a real NES console.

Some of its contents may not apply when playing on PC or other platforms.



This unofficial seal means absolutely nothing, but experts have found it looks "totally radical" and shall be included on all Morphcat Games releases. Always do your own research before buying any kind of product to assure yourself of its quality.

Micro Mages is in no way affiliated, endorsed or licensed by Nintendo.

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Thanks for selecting the Micro Mages Game Pak for your NES.

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Then save this booklet for future reference.

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PRECAUTIONS

- This is a high precision game. It should not be stored in places that are very hot or cold, like a volcano or planet Neptune. Never hit it or drop it. Do not feed after midnight.
- Do not clean with benzene, alcohol or other occult substances.

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Story

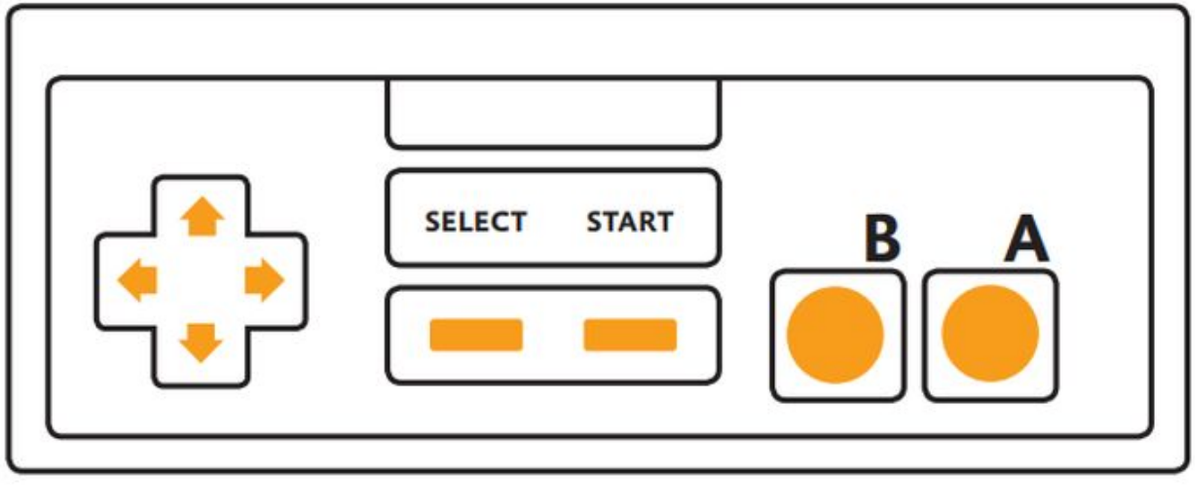
Once upon a time, in a small cottage within a dark forest, four mages and their beloved Princess spent a life in harmony. The mages were students at the renowned Hocus-Pocus Academy of Applied Magicks. To keep Princess safe during their study hours, they installed a giant lock on the front door.

One day, the blue mage forgot to lock the door and when everyone came back home after a long day, their Princess was gone.

A fairy beared terrible news: "Strange things are happening in the old Demon Fortress atop Pretzel Mountain!"

The four mages did not hesitate. After chanting a teleportation spell they had just learned at the Academy, they took off to the Demon Fortress...

Controls



◀ ▶ Move

▲ Climb up ropes

▼ Victory dance

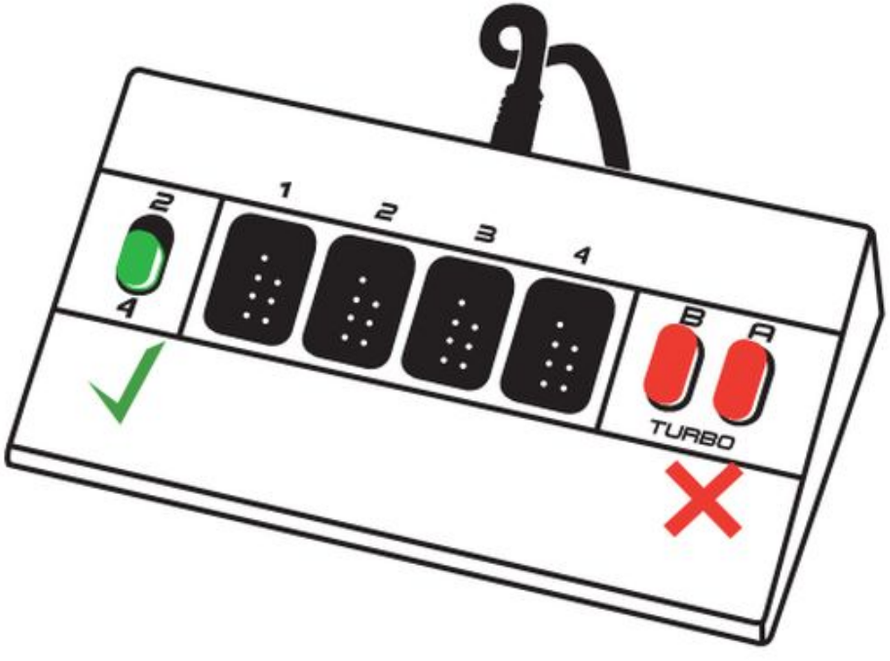
[select] Release fairy

[start] Pause game

Ⓑ Shoot (hold to charge)

Ⓐ Jump / wall jump

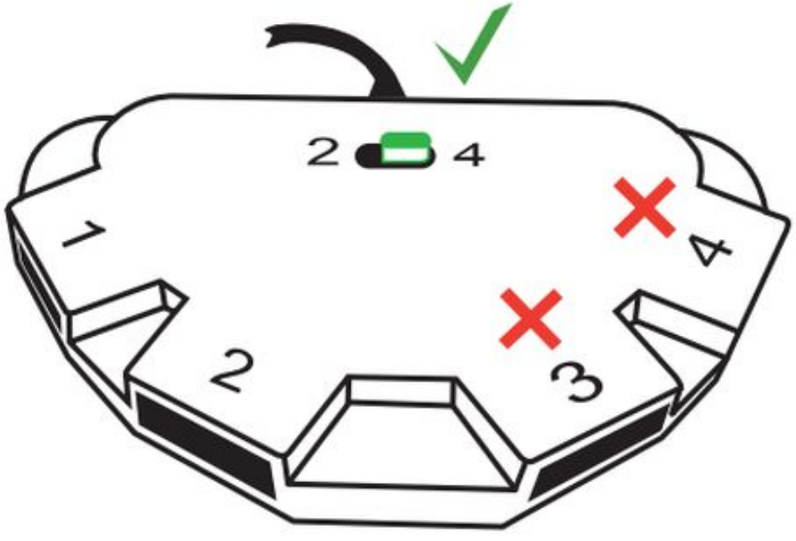
MULTIPLAYER SETUP



FOUR SCORE ADAPTER

Required for 3-player and 4-player modes on NES.

- Keep the left button set to 4
- No turbo for B or A



HORI 4-PLAYER ADAPTER

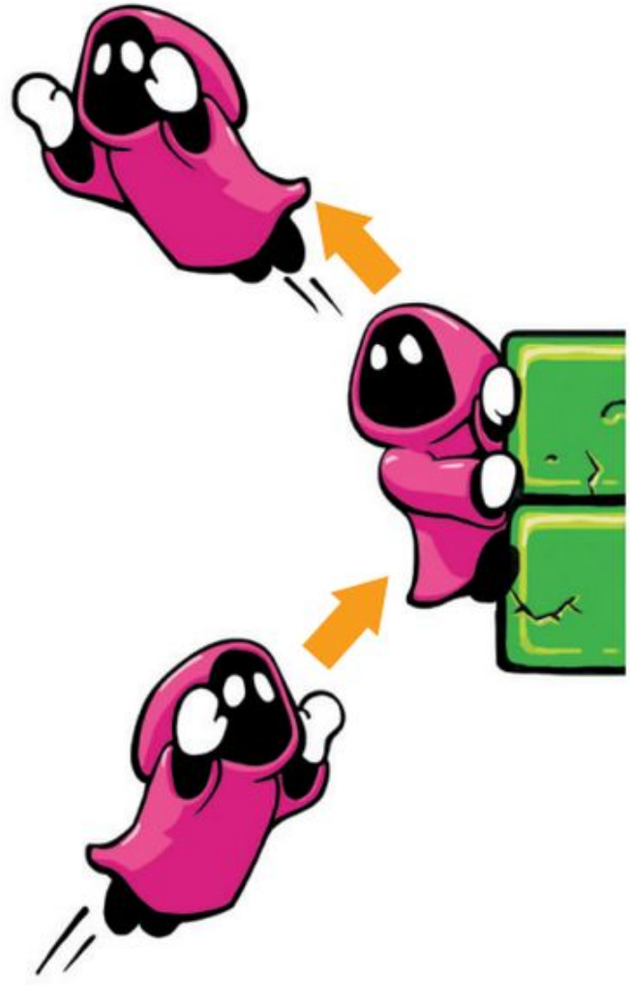
Required for 4-player mode on Famicom.

- Keep the button set to 4
- Plug controllers into port 1 and 2

HERO MOVES

Jump Ⓐ

Catch a rope ▲



Wall jump ► + Ⓐ

Hint
You can perform multiple wall jumps on the same wall.
Just keep the directional pad pressed towards it.

Shoot Spell B

You can also shoot vertically! ▲+ B ; ▼+ B

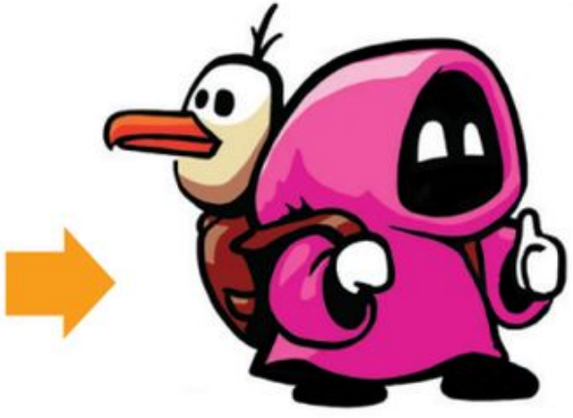
Shoot Mega Spell: hold B until you start glowing

Hint

Recoil Jump: In mid-air, shoot a Mega Spell downward ▼ to jump even higher

SEAGULL MOVES

Touch a Magic Feather



Hover: Jump (A) and press and hold (A) again in mid-air

GHOST MOVES (multiplayer only)

Freezing Spell (B) slows enemies

As a ghost, you can still open crates and treasure chests

A Fairy or Magic Feather brings you back to life

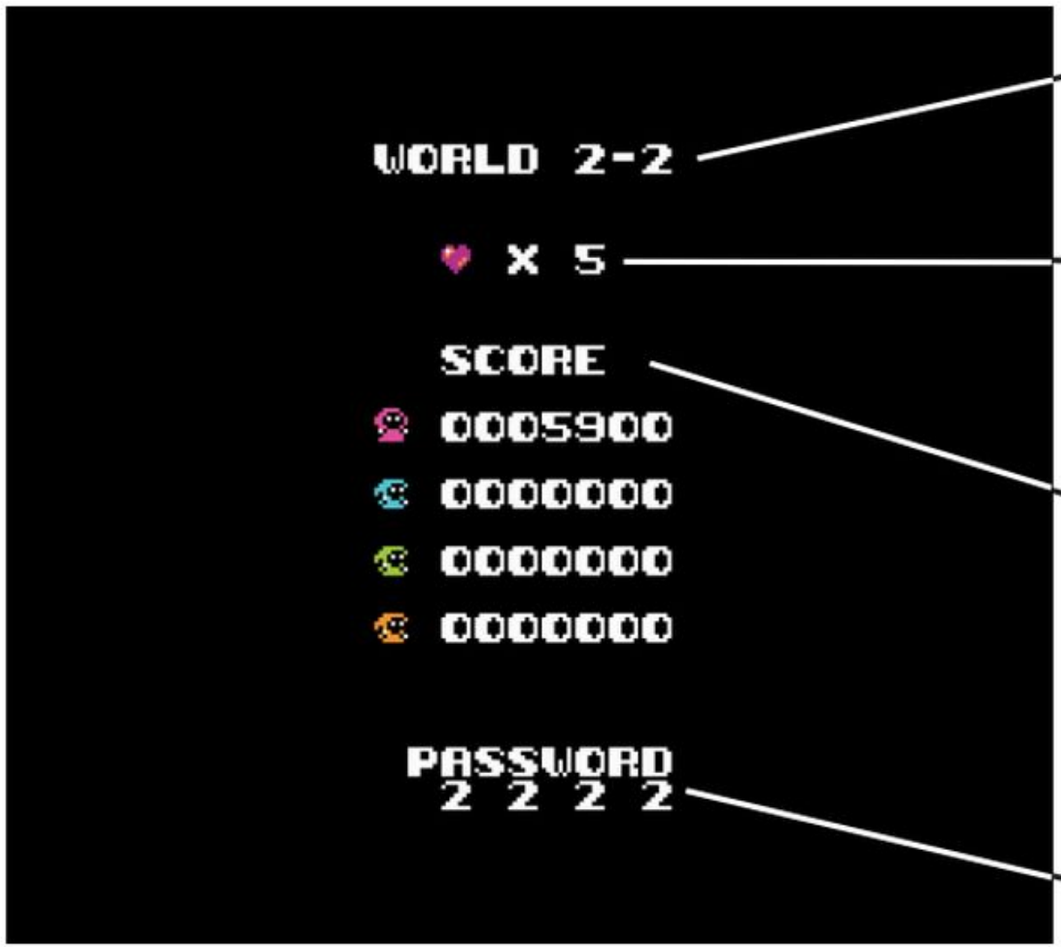
MENU OPTION

Choose number of players
◀/▶, press Ⓐ or **[start]**

Enter password or leave blank to start from the beginning

Warning!
Not for the faint of heart: Start a multiplayer game with **[select]** + Ⓐ to activate BLOOD BONDS. In this mode, if one player dies, all players die.

SCORE SCREEN



Current level

Remaining lives

Player scores: the player with the highest score performs a victory dance

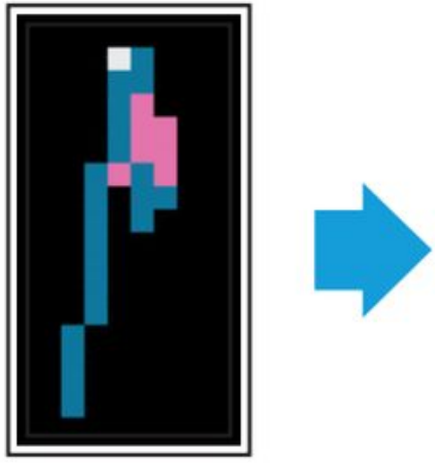
Remember this code if you want to continue your game later!

Items

Items may be hidden inside crates, so it is wise to destroy them whenever you can! Treasure chests always contain something of value.

Checkpoint

Touch to activate! If you die, you will be sent back to its location.



> **Hint**
> If you are feeling bold, you can destroy a flag for 500 pts before it is activated!

Emerald

100 pts

Sapphire

200 pts

Pearl

500 pts

1-Up

One appears for every 16.000 pts you collect.

Fairy

Gain a shield that protects you from one enemy attack.

Magic Feather

The Magic Seagull comes to your aid, allows you to hover for a short time.

Warp Star

Switch position with another mage in multiplayer mode.

Secret Artifacts

Hidden throughout the fortress. Collect them all and beat the game!

Towers

HAUNTED DUNGEON

Old lost tower where prisoners die in silence.

Tower Specialty

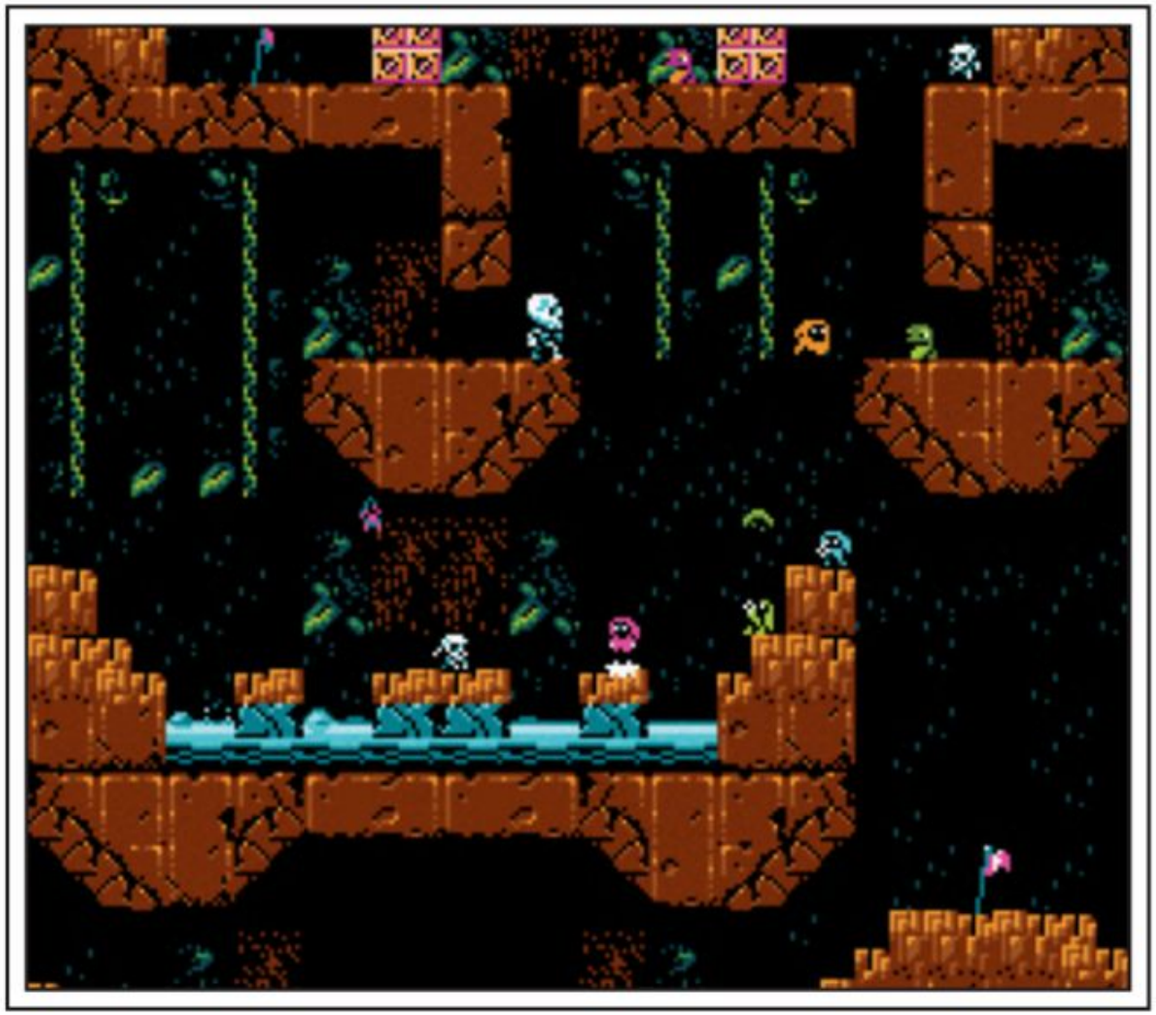
Spiderweb trampolines

VALHALLA TOWER

Goblins are building a tower that leads to Valhalla

Tower Specialty

Teleportation pipes

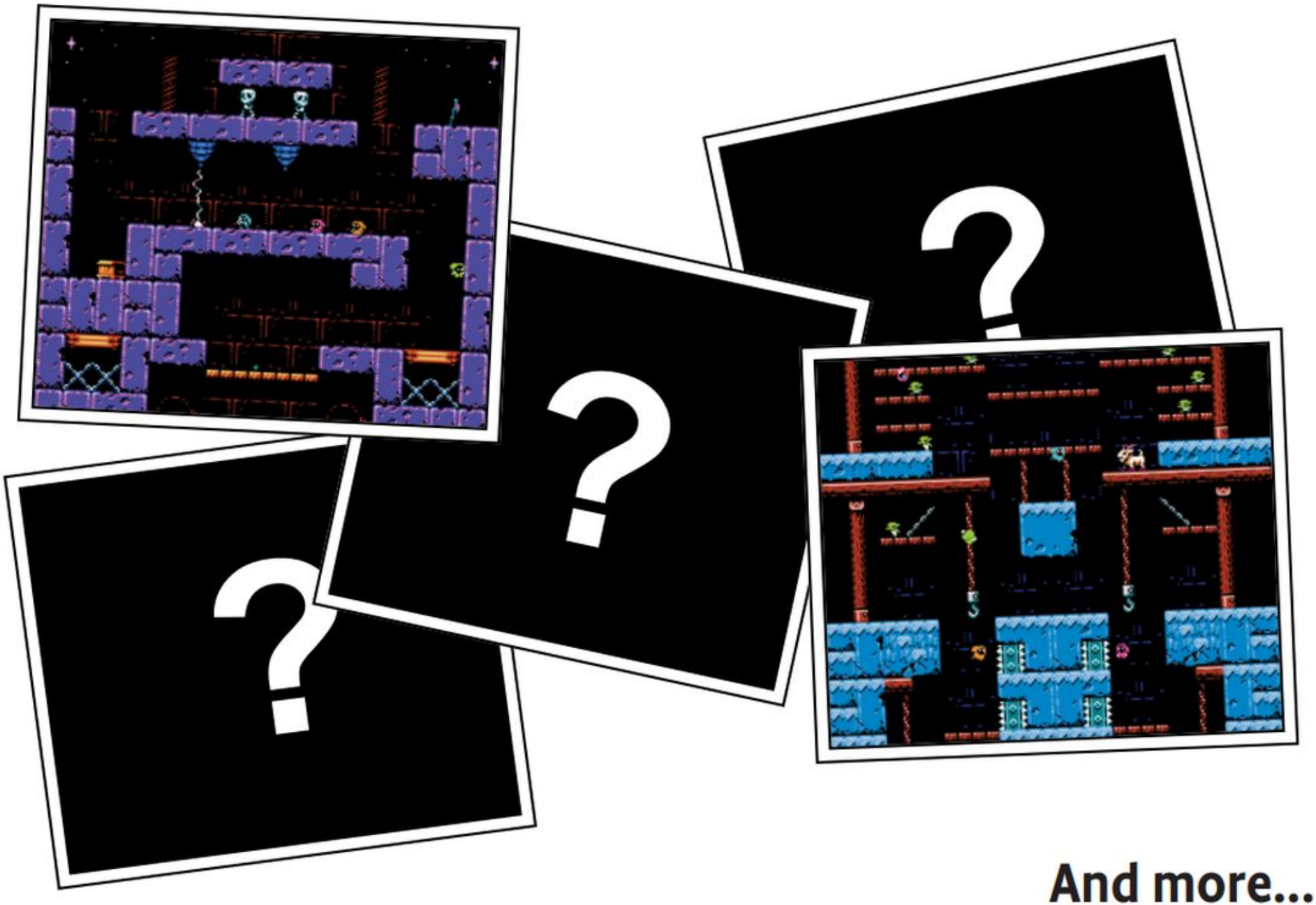


JUNGLE TEMPLE

Built inside a dormant volcano, this place is an adventurer trap ruled by the Prince of Darkness.

Tower Specialty

Boiling water puddles



And more...

Enemies

Dear Evil Overlord,
we are proud to present you our newest collection of mischievous misfits.
They are guaranteed to make your evil lair a more ~~lively~~ deadly place.

SKELETON 100 pts

The dark forces are economical and reuse dead bodies to make the world a better place! The Skeleton is an inexpensive yet effective foe.

BAT 100 pts

A place without bats is like a body without a soul. Hanging from the ceiling, they patiently wait for fresh blood. Their fluffy exterior and peculiar body odor are universally acclaimed.

GHOST 100 pts

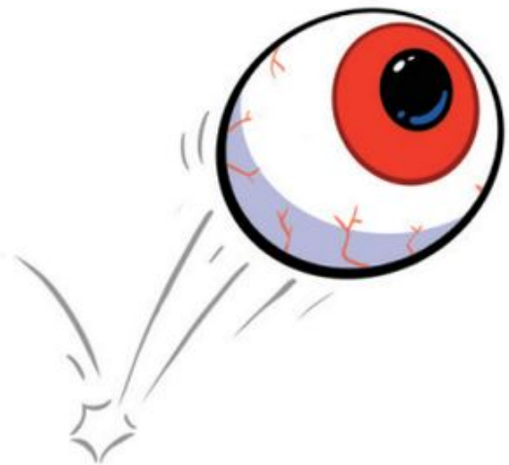
Nobody expects them. What a pleasure to see them haunt visitors!

GOBLIN 200 pts

Always on their toes, they will detect and avoid dangers and cause all kinds of trouble for adventurers who are not prepared.

SNAKE 200 pts

Perfect for when you need to leave your evil lair for vacation. The snake will always keep an eye on your property. It only requires seven dwarves per week for sustenance and will show affection towards its master.



EYEBALL 200 pts

Freshly hatched from the Gamma Dimension, they are looking to make friends. They are social creatures and just want to play.

BONE BOOMER 500 pts

We are proud to present you the latest product of Necromancia Inc. Bigger, stronger, slower, the Bone Boomer will surprise your friends and family.

DEMON TROLL 500 pts

He preys on the vanity of his victims, whoever slips into an argument with him will find themselves going down a path of self-destructive, burning rage. And he's got a weapon, too!

BUBBLE GOAT 500 pts

Demons from the depths of hell, these creatures have plunged the world into darkness multiple times. One day, they discovered a box of bubble gum. They have been chewing ever since.

WILLOWISP 500 pts

Fear is the portal that allows this demonic entity to interact with the earthly dimension. Luckily, there is plenty of it to go around in even the most seasoned of adventurers.

Hint

Teamwork is the key to success, but don't forget about your score

Bosses

MR. GRIMMIG 1000 pts

Nothing beats the sweet taste of a human soul in struggle. He likes to play games with his victims before granting them the kiss of death.

THORRIX 1000 pts

A powerful deity, as foul-tempered as they come. He commands the forces of nature and will zap unsuspecting adventurers with 1.21 gigawatts of electricity.

BEER BROS. 500 pts

In contrast, these guys are pretty happy about their lives, probably owing to their unlimited supply of beer which they gladly share with passersby.

EVIL FORCES HEADQUARTERS

Welcome to the Evil Forces headquarters. It is our pleasure to make you suffer a slow, but certain death. Do not underestimate our cunning, coming back from the afterlife to haunt you is our specialty...

Special Thanks

Thanks a lot for all the interest and support. It has helped and continues to help us in so many ways. Much love to all of you! In particular, we would like to thank:

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BROKE STUDIO

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KICKSTARTER

Booster Space
Made with Love in Berlin.

Berlin Game Scene .com

SAFTLADEN
Indie Games Collective

we love old games

nintendoAGE

And you!

♥♥♥♥

Memo

THANKS FOR PLAYING

Thanks to Antoine Gohin from Broke Studio. He designed the printed circuit board and was in charge of production. We invite you to visit his website and discover his NES game at **www.brokestudio.fr**

You can contact us via our e-mail address **morphcatgames@gmail.com**
Please visit our website and discover our other projects at **http://morphcat.de**

Code, music, sound design and text by Julius Riecke.
Graphics, level design, box art and illustrations by Nicolas Bétoux.
Print production and quality management by Olga Bétoux.
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